



Magnetic Scrolls  
**Adventure Guide**  
Amstrad 6128

# AMSTRAD CPC 6128 GUIDE

The adventure will run on the Amstrad CPC 6128. If your machine has any peripherals or firmware that affect the functioning of the computer, you may have to remove them before the game will operate correctly.

## Making a backup copy of the adventure

Before playing, please make a backup copy of the master disc, and always use the backup to preserve the original.

Insert side 2 of the master disc and type:

**RUN"COPY"** and press **<RETURN>**

You do not need to format the destination disc before copying. The copy program will guide you through the copying procedure, informing you when to swap discs.

Please note that any existing data on the destination disc will be permanently lost.

## Loading the adventure

To load the game, switch on the computer and insert side 1 of the disc. Type:

**RUN"GAME"** and press **<RETURN>**

## Text Screen Layout

The text display area is divided into two sections. The top line displays your status. Reading from left to right, the information is:

The name of the location that you are currently in.

Your score to date.

The number of moves completed since the start of the game.

The rest of the display is devoted to the game itself.

## Communicating with the game

When waiting for your input, the program will display a prompt character '**>**' and a steady solid block cursor. At this point, simply type in a sentence describing what you wish to do, and end it by pressing the **<RETURN>** key. There is full 'type-ahead' except when the program is accessing the disc drive.

You may alter the colour of the text by pressing the **f8** and **f9** keys to cycle through the palette.

## Editing your input

The following keys allow you to edit your current input line:

Left arrow	move one character to the left
Right arrow	move one character to the right
SHIFT + left arrow	move one word to the left
SHIFT + right arrow	move one word to the right
DEL	delete one character to the left
CLR	delete one character to the right
CTRL + left arrow	delete one word to the left
CTRL + right arrow	delete one word to the right

## Re-editing your last line

If you discover that you have made a small typing error on your previous line, pressing the **ESC** key will bring it back for editing.

## Graphics

The graphics will be displayed automatically when you first enter a room with an illustration. You may vary the size of the displayed illustration using the up and down arrow keys to scroll the picture.

When displaying a new picture, the game will scroll it down to the same position occupied by the previous one.

Commands relating to graphics are as follows:

<b>GRAPHICS ON</b>	Switches the graphics on
<b>GRAPHICS OFF</b>	Switches the graphics off

Because the game displays the graphics in a different screen mode to the text, there is not enough processor power to maintain the picture and access the disc drive simultaneously. For this reason, the game will scroll the picture off the screen when data is needed from disc. You may pull down the picture using the down arrow key.

## More

When there are too many lines to display on the screen at once, the message 'MORE' will appear at the bottom left of the screen. Pressing any key will continue the scrolling.

## **Save**

This command allows you to save a partially completed game, which you may return to at a later time (also strongly advised before attempting something dangerous!).

The program will ask you for a filename, and then ask you if you are sure. After typing 'Y' and pressing <RETURN> the program will ask you to insert your 'Saved Games' disc (ensure that you have a formatted disc standing by) after which you can press <RETURN> to save the game. If the 'save' fails (for example, because the disc has a fault on it) you will be informed.

## **Restore**

This command allows you to restore a previously saved game (you did save before you tried to kick the dragon, didn't you?).

The game will ask you for a filename. Please insert your 'Saved Games' disc at this point.

As with SAVE, it will allow three further attempts if an error occurs.

## **Changing discs**

Occasionally, the game will ask you to change sides of the disc. Simply eject the disc, turn it over and insert it again, then hit any key to continue.